



Pavel Bezdornov

Game Developer/Frontend developer

Profile

Senior Frontend Engineer with over 6 years of commercial experience specializing in the Vue.js ecosystem. Proven track record of architecting scalable SPA/SSR web systems, optimizing client-side performance, and leading engineering teams. Possesses a unique background in interactive HTML5 Canvas/WebGL rendering, allowing for seamless integration of complex reactive application states with high-performance graphics.

Employment History

Lead Frontend Developer at Studio 15

2023 — Present

Project: EDM Ghost Production (A large-scale commercial platform for music distribution and ghost production).

Tech Stack: Vue 3 (Composition API), Nuxt.js, TypeScript, Pinia, SCSS, Vite, Git, CI/CD.

Studio 15 was the first outsourcing company in my career.

I joined as a **Middle Vue/Nuxt developer** on the **EDM Ghost Production** project.

Over time, I earned the trust of both my colleagues and the client, which led to my promotion to **lead developer** on the project.

Middle Frontend Developer at AcademyOcean

2022 — 2023

Project: AcademyOcean (A high-traffic, enterprise-grade Learning Management System (LMS) platform).

Tech Stack: Vue.js (Vue 2/3), TypeScript, Pinia/Vuex, Vanilla JavaScript, HTML5, CSS3/SCSS, Git.

LMS AcademyOcean has been one of the most extensive and challenging projects in my career.

At the company, I worked on layout development, actively participated in building business logic, and implemented custom frontend architectural solutions tailored to the project's needs.

I also laid the groundwork for a new frontend architecture.

Middle Frontend Developer at XFAMILY

2021 — 2022

Project: LetsExchange (A high-load cryptocurrency exchange and cross-chain swap platform).

Tech Stack: Vue.js, Nuxt.js (SSR), JavaScript (ES6+), CSS3/SCSS, Gulp/Webpack, Git.

Working at **XFAMILY** introduced me to the world of blockchain and cryptocurrencies.

Details

Bishkek

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Skills

Basic: HTML5, CSS3, ES6+, Typescript

Computer Science: Architectural Patterns, Object-Oriented Programming (OOP)

Preprocessors and templating engines: SCSS, LESS, Pug, Handlebars

UI frameworks: Bootstrap, Element.io, PrimeFaces

Editors for working with layout and design: Photoshop, Figma, Avocode, XD Design

Vue.js: Options API, Composition API, Router, Vuex, Pinia, Nuxt.js, Vue Test Utils

React: Hooks, React Router, MobX

WebGL & Gamedev: PIXI.js, Phaser, Tiled

Build tools: Gulp, Webpack, Vite

Art: Blender, Inkscape

Languages

Английский

Russian

I contributed to the **LetsExchange** project, a cryptocurrency exchange platform, where I was responsible for building the layout and components for the main widget and user dashboard.

Additionally, I assisted in implementing significant SEO optimizations.

Junior Frontend Developer at Frozoneon

2020 — 2021

Project: Nethernite (A browser-based multiplayer MMORPG game).

Tech Stack: Vue.js (Options API), JavaScript, WebSockets, SCSS, Git.

At **Frozoneon**, I worked on a web game called **Nethernite**.

I was responsible for complex layout implementation and creating UI components for the game.

I also participated in the release of major gameplay features.